Chi Bao Le

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EDUCATION

B.F.A, Digital Media Arts Aug 2021 - May 2025
San Jose State University, San Jose, CA
Major in GPA: 3.94
Focused Coursework: Game Design, Narrative Design, Level Design, Photogrammetry (RealityCapture), 3D Environment Design, Blender–Unreal Workflow, Substance Painter Texturing, Game Asset Creation, Lighting & Atmosphere

CAREER RELATED EXPERIENCE

3D Modeler/Level Designer - Idol of Ashes, Collaborative Game Jam, San Jose, May 2025 - Jun 2025
CA
- Modeled low-poly island-themed props and characters in Blender, including huts, coconuts, mangos, coins, palm trees, and rocks for Unity integration.
- Co-designed terrain and overall map layout using Unity's Terrain Editor, shaping island's landmass, sculpting key places of interests, and pathways to help guide player flow across the map.
- Collaborated with artists and programmers to integrate models, maintain consistent scale, and meet performance needs within a 7-day development cycle.

Solo Game Developer - Liminal Trial, Personal Project, Exhibited in Digital Illusions Jan 2025 - May 2025
BFA Show, San Jose, CA
- Developed gameplay systems, emphasized environmental storytelling and psychological tension.
- Developed an immersive atmospheric horror experience in Unreal Engine 5, exhibited as part of a BFA group showcase.
- Integrated Quixel Megascan's Library into Atmosphere and level design
- Developed visual prompts and interaction systems that reinforce player recall and scenario interpretation — concepts that align with perception-based AI testing.

Photogrammetry Asset Creation – Virtual Sculpture Project, San Jose State Mar 2025 - Apr 2025
University - Art 107: Advanced Digital Media, San Jose, CA
- Captured high resolution 3D scans using RealityScan & DSLRs during a focused unit on photogrammetry workflows.
- Processed and optimized mesh data for real-time engines, including polygon reduction, UV cleanup, and texture compression.
- Published final asset to SketchFab as part of an optional extension to showcase technical polish and presentation quality.
- Demonstrated an end to end pipeline from capture to delivery, aligning with industry standards for game-ready asset creation.

3D Artist/Design Lead - The Silent Guest, Collaborative Project, San Jose, CA Nov 2024 - Dec 2024
- Constructed interior spaces that guided players using clear spatial design, lighting cues, and environmental foreshadowing.
  Built modular level kits to support reusable scenario testing with varied prop states and lighting to trigger different reactions.
- Devised and iterated gameplay systems to build moments of unease and surprise, accounting playtesting feedback.

PROJECT EXPERIENCE

Layout Management Team, Digital Illusions BFA Exhibition, SJSU Hammer Theatre Jan 2025 - Apr 2025

- Collaborated closely with layout lead to translate 2D spatial plans into a functional 3D exhibition layout.
- Created 3D assets and set dressing elements to visualize exhibition environment.
- Utilized crowd simulation tools to test and optimize visitor flow, ensuring safe and efficient spacing.
- Produced final renders to present layout iterations and design updates to exhibiting artists and faculty for approval.

RELEVANT SKILLS

Hardware & Technical: PC Building, Server Maintenance, Troubleshooting, Player-Centric Environment Logic, Real-Time Optimization for Game Engines, Arduino
Languages: English, Vietnamese
Software & Scripting

- Blender, Unity, Unreal Engine, RealityScan/RealityCapture, TinkerCAD, Adobe Photoshop, Premiere Pro, Substance Painter, Davinci Resolve Studio, Three.js
- JavaScript, HTML, CSS
Soft Skills: Agile team collaboration, cross-disciplinary teamwork, effective design communication